



“ The best thing ol' Al ever did for his place was Pulsar. It's more than a game. It's a sport. I like its guts. I mean, the better I get, the tougher it gets. See, you're slidin' through the maze blastin' away, the Pulsar heart-beat is keepin' time. Then, just when you think you've got it whipped, in comes a new maze and you gotta change your

‘Fingers’ Malloy for Pulsar

game plan. Hey, I may have the touch, but I don't have Pulsar aced. It's the only game in town that keeps comin' back for more. So I do too. I'll bet ol' Al figures he's got a gravy train with Pulsar, and he's right. Cause I'll tell you one thing; if you're not playing Pulsar, you're just playing games. And you can quote me on that. ”

Gremlin/SEGA

"Check it out."

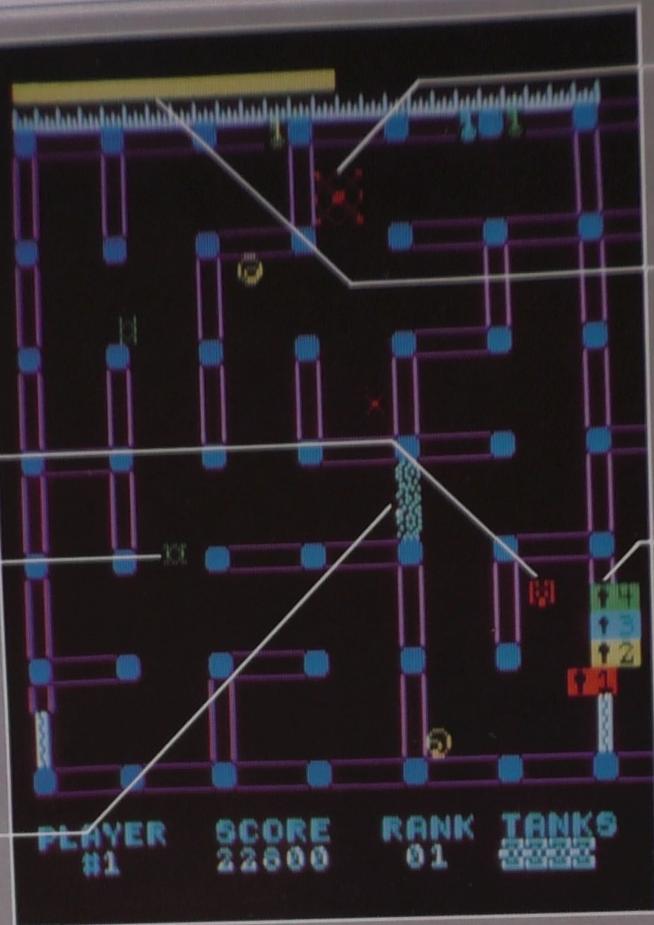


Guide the tank through the changing maze and transport the treasure keys to their color-matched locks. Every round presents the player with a new environment.

Score points to earn more fuel by blasting enemy aggressors and by unlocking the locks.

Yellow enemy aggressors move along the walls. Green aggressors travel at random. Red enemies bounce and ricochet off walls. All travel faster and shoot more frequently with each round, and they also become worth more points.

Avoid the constantly changing "force field" walls. The player is destroyed if caught in one.



Blast the Pulsar target and it breaks into six enemy aggressors.

Open the locks to earn bonus points:
• by unlocking all the locks in any sequence,

• and bonus points are calculated based on how much fuel remains after all locks are opened—the less fuel used, the more points scored.

• double bonus points are earned by unlocking the locks in 1, 2, 3, 4 sequence,

Seven realistic sound effects:
• the continuous Pulsar heartbeat.
• the electric sizzle of force-field walls.
• the clanging of shifting walls.
• the blasting sound of the player's fire.
• the piercing shots of the aggressors.
• the sound that signals the shift to a new maze.
• the exciting clamor of bonus points.

PULSAR

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Gremlin/SEGA

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INTRODUCING
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THE NEW STAR
OF CARTOON
VIDEO GAMES

SEGA

PENGO™ IS COMING!



*The new Star of
video cartoon games
is about to be unveiled.*

FROM THE MASTER DESIGN ENGINEERS OF

SEGA

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UNCR

JVC CP-5200U

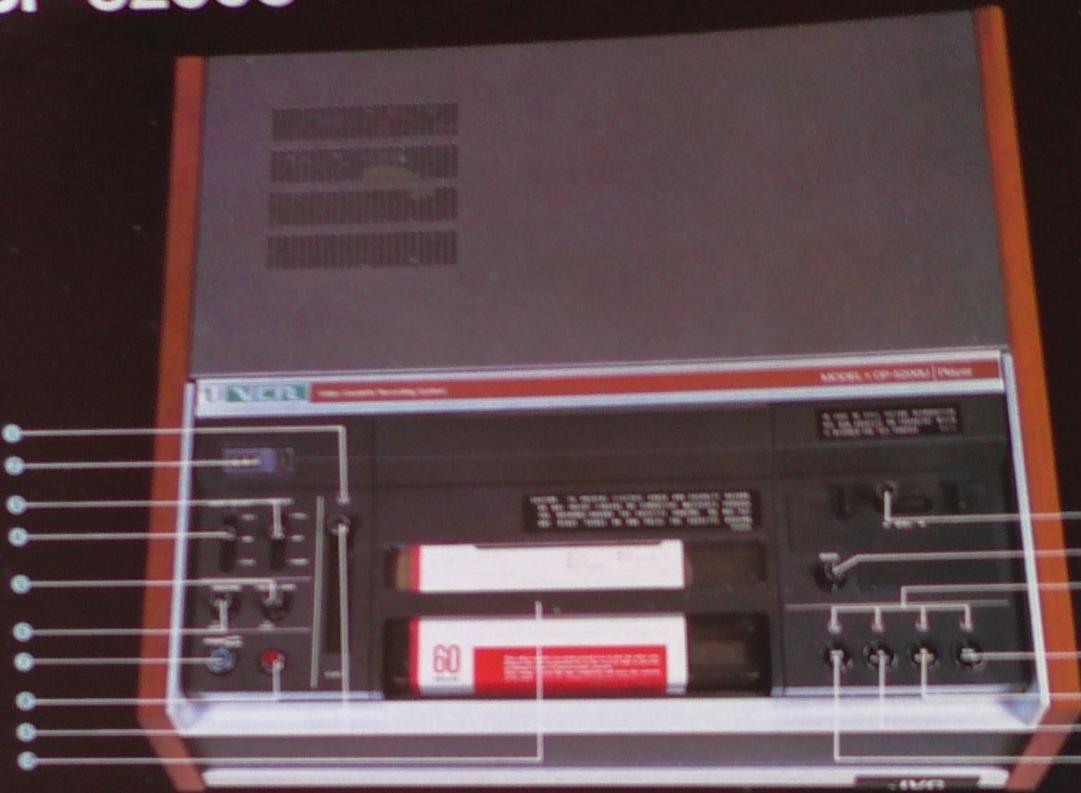
COLOR VIDEO
CASSETTE PLAYER



STILL-PICTURE PLAYBACK CAPABILITY

Cabinet: Simulated teak grain

CP-5200U



- Loading lamp
- Tape counter
- Repeat lever
- Audio select lever
- Color lock control knob
- Tracking control knob
- Power switch
- Power indicator lamp
- Eject lever

- Cassette housing
- Still lever
- Skew control knob
- Indicator lamps
- Rewind button
- Stop button
- Play button
- Fast forward button
- Auto and B/W selector switch

- TV monitor connector
- RF unit compartment
- Audio output jacks
- Video output connector
- Antenna connector
- RF output connector
- Remote control connector
- AC input terminal
- Circuit breaker



ADDED CONVENIENCE IN PROFESSIONAL VIDEO PROGRAMMING

The CP-5200U has been designed in response to widespread demand for a 3/4" color VCR with excellent still-frame capability. It provides still picture viewing for detailed analysis, an added convenience in any type of training or educational programming.

The optional plug-in RF converter provides you with the added option of not only playing back through a monitor but also regular TV receiver.

The U-type VCR has created an entirely new dimension in corporate, educational and government communications and the CP-5200U provides just the accent on convenience to meet your professional video programming needs.

Sharp, clear pictures

Highly stable, sharp images and well-defined colors are provided by the ACC (Automatic Color Control) and double-function APC (Automatic Phase Control) circuits to give you outstandingly beautiful colors.

Still frame playback

During playback you can stop the action to analyze individual pictures. The still playback lever allows you to adjust the playback picture to have stable, clear still pictures.



Built-in drop-out compensator

For tape aberrations caused by oxide drop-outs, compensation is provided to assure you of obtaining clear pictures.

Automatic repeat

Using the counter repeat or the full repeat you can automatically play back desired programs as many times as you wish.

When the REPEAT lever is in the FULL position, the entire tape is played back repeatedly. In the COUNT position, the tape stops automatically when the tape counter reaches "000" and replayed from the beginning to that point repeatedly.



Stereophonic or bi-lingual sound track available

For greater operational flexibility, two audio channels allow simultaneous or independent playback of two different sound tracks — thus enabling playback of stereophonic or bi-lingual tapes or tapes having audio cue tones.

Feather-light operation buttons

All solenoid-operated control buttons are functionally arranged and can be controlled with a single light touch.



Playback on regular TV receiver

Using the plug-in, color RF converter (optional), you can enjoy clear, color videocassette programs on an ordinary color TV set.

Remote control (optional)

Just plug the remote control unit (optional) into the CP-5200U and you have operating control in Play, Stop, Rewind and Fast Forward modes from a distance.



SPECIFICATIONS

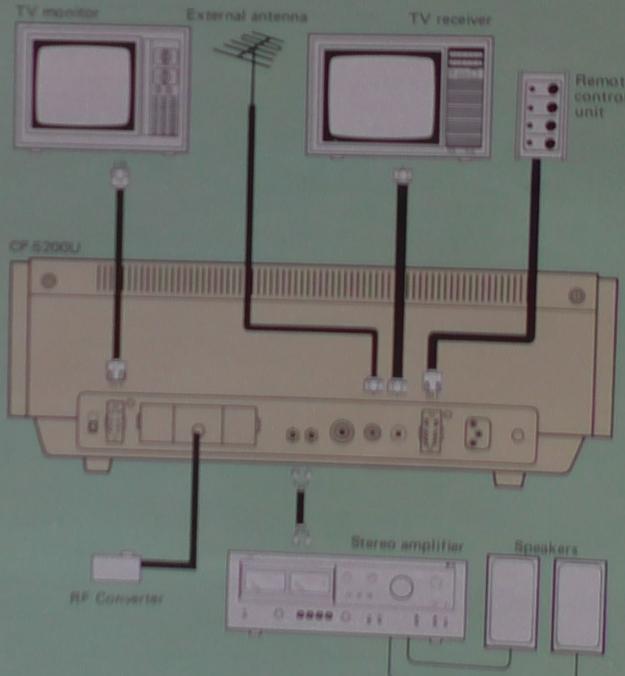
Video playback system:	Rotary two-head, helical scanning
Video signal system:	EIA standard, NTSC-type output
Tape speed:	9.53 cm/s (3-3/4 ips.)
Playback time:	60 minutes using JVC KCA-60 videocassette tape
Power requirement:	120 V AC, 60 Hz
Power consumption:	90 watts
Operating temperature:	5°C to 40°C (41°F to 104°F)
Video signals	
Output:	1.0 Vp-p, 75 ohms unbalanced
Signal-to-noise ratio:	More than 45 dB (Rohde & Schwarz noise meter)
Horizontal resolution (Auto model):	Color: 240 lines Monochrome: 300 lines

Audio signals	
Output level:	0 dB, high impedance
Output impedance:	2 kilohms, unbalanced
Signal-to-noise ratio:	More than 40 dB
Frequency response:	50 Hz to 12 000 Hz
Still playback picture:	Manually controlled
Dimensions:	526(W) x 195(H) x 450(D) mm (20-3/4" x 7-11/16" x 17-3/4")
Weight:	26 kg (58 lbs.)
Accessories provided:	Power cord, Matching transformer, Dust cover

OPTIONAL ACCESSORIES



CONNECTIONS



Design and specifications subject to change without notice.

JVC

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Gremlin®/SEGA®

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(714) 277-8700 • TWX 910-335-1621

MONACO GP
THE SUPER RACER

Note these outstanding features!

- Combination time and remaining-car play.

If the player's score is over 2,000 when time runs out, a bonus car is awarded and play continues until the 2nd car crashes.

Additional cars are also awarded at 4,000 6,000 and 8,000 points.

- The ultimate in realism.

The road has narrow and wide portions, slip zones, tunnels (Player's car lights go on), water puddles, 2-lane bridge and graveled sections. Player must also yield right of way to emergency vehicles which rush by with screaming sirens.

- Dynamic sound effects.

8 different sound effects from front and back of the driver for added realism.

- Score ranking display spurs player's competitive instinct.

- Completely new streamlined cabinet.

How To Play

- Insert coin to start game. Shift into low gear and step on the accelerator. Shift into high for top speed and points.
- Player plays against time until timer drops to zero. However if player's score is over 2,000 extended play is possible until the player crashes all of his bonus cars.
- Score advances twice as fast when passing through tunnels or over slip zones or water puddles.
- Player's car increases in speed when score exceeds 6,000 and when score exceeds 8,000 the speed of the opponent's car will change making play more difficult.

Size: W 70cm x D 171cm x H 150cm

Screen: 20" Color

SEGA "SPACE ATTACK"

A space theme depicting battle with creatures from outer space.

Creatures from outer space attack in waves to destroy the naval base. The player moves his ship with the control lever to evade enemy fire and, at the same time, attempts to shoot down as many creatures as possible by depressing the firing button on the control lever and releasing laser beams.

If player scores over 10,000 points (or 15,000 points), he wins an extra battleship.

If all creatures are shot down twice, their base spacecraft appears and, if the player also hits the base spacecraft, he will be awarded an extra battleship.

Game is over if all battleships are destroyed or if even one creature manages to reach the base.

In a 2 player game, the players alternate when a battleship is hit by the enemy.

Scores are 100 points, 200 points and 300 points for the different creatures.

This game is provided with a credit mechanism and high scores down to 3rd place are displayed.

Game also available in the popular cocktail table version in addition to SEGA's unique game stand models.

Dimensions: W63cm X D100cm X H170cm

Power: 100V, 105W, 50/60 Hz.

Screen: 20" Black & White (14" color in cocktail table and 16" color in game stand)

INVINCO

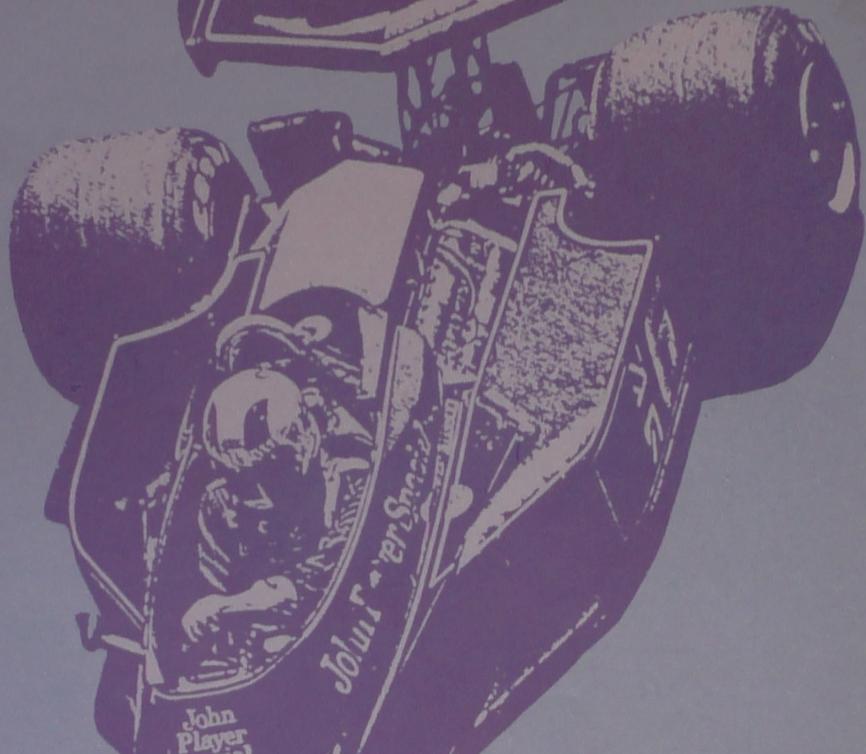
How Do You Cope With the Strong Forces of Invinco?

One Key To a High Score Is ----.

- * Make Stars and then Shoot Down the Immobile Enemy.
To avail yourself of time lag produced in the marching rows of Aliens, shoot carefully and change neighboring Aliens into stars. Then destroy the frozen targets quickly.
- * Fire Without A Break!
Fire the repeating laser beam without a break to prevent Aliens from attacking. In doing so Invincos will be formed and represented by another shape. They get smaller each time they are shot. You bring them down most effectively by continuous firing.
- * In Game Patterns 3, 4, 6 and 8 (and 10, 12 ---), Aliens move at random. So, in those Patterns, you must shoot them down at one or the other end of a row, to prevent them from advancing.
- * When all Aliens are brought down, any Invincos left alone on the screen will accelerate in speed. So you'd better leave one Alien unshot, to more easily take aim at the slowly moving Invincos.

HEAD-ON PART II

セガ・ヘッド・オン・パートII



How to play
SEGA SPECIAL DUAL II

新しいセガ・デュアルIIが
キミのチャレンジを待っている！

SEGA

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博多支店 福岡県福岡市中央区白金2-5-15 〒810 電話 092(522)4/15(代表)

ill accelerate in speed. Do you a better shot, to more easily take aim at the slowly moving

HEAD-ON PART II

よりエキサイティングに、 よりスリリングに、内容を一新。

◆もう一方通行ではない！

4つのコーナーにUターン・ゾーンがつきました。ここで方向転換が可能です。これまでの左通り一方向だけでなく、コンピューター・カーと同じ方向に走れるようになりました。コンピューター・カーの先を走ったり後についたり、いろいろな走り方ができます。

◆コンピューター・カーは4台に！

DOTを全部消すたびに、コンピューター・カーが1台づつ増え、最後は4台になります。ゲームは一段とおもしろくスリリングに。

ハイスコア作戦 このテクニックをマスターしよう

- Uターン・ゾーンを使って、キミの車をコンピューター・カーと同じ方向に走らせて、正面衝突の危険を少なくてDOTを消すことができる。(図-A)

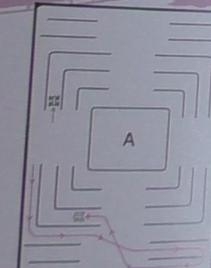
- Uターン・ゾーンには、一番内側のレーン以外ならどのレーンからも入れる。コンピューター・カーの動きを見ながら、臨機応変に使おう。

- コンピューター・カーの台数が増えてきたら、Uターンのテクニックを多用して逆方向から走ってくるコンピューター・カーを、できるだけ少なくして走ることを心がけよう。

- キミの車が方向転換すると、コンピューター・カーも近くのUターン・ゾーンで向きを変えてくるので要注意。

パターン	コンピューター・カー	DOTスコア	ボーナス
1	1台	5PT	200円
2	2	10	300
3	3	15	400
4~12	4	20	500

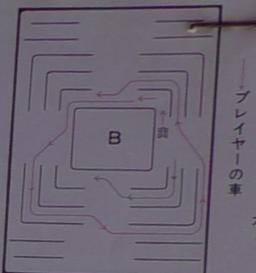
※4パターン以後は各パターンごとにボーナス・スコアが100PTづつ増える。



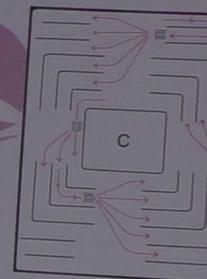
図A プレイヤーの車
図B コンピューター・カー

- このUターンに従来のテクニック——内側のレーンに出てコンピューター・カーを振っておいて、一気に内側に入る(この逆の戦法も使う)——を併用することを忘れないように。(図-B)またスピード・コントロールも重要だ。

- Uターン・ゾーンを使う場合は3レーン飛び越しができる。それ以外は2レーンまで。3レーン変更の時は、スピード・ボタンを放しゆっくり行う。(図-C)



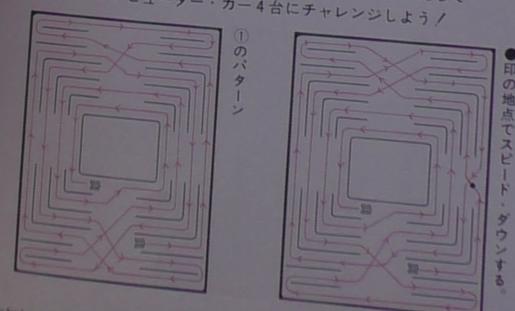
図B コンピューター・カー
図C プレイヤーの車



1, 2のパターンはこうして消そう

では、1, 2のパターンのDOTの消し方の一例を紹介しよう。どちらの場合も、Uターン・ゾーンで方向転換を2回行っているのが特長。

この他にも方法はいろいろある。キミも研究してコンピューター・カー4台にチャレンジしよう！



インビンコ軍団にキミはどう挑む！

INVINCIBLE

セガ・インビンコ

これがハイスコアの秘訣だ

●スターをつくって大量撃破！

エーリヤンは、各段ごとに移動する時間が少しづつ、ずれている。うまく狙って背後のエーリヤンをスターに変えて、大量撃破しよう。

●速射を使え！

ビーム砲は間をおかずに、次々に速射できる。エーリヤンに攻撃するスキを与えずにやっつけよう。また、インビンコはビーム砲が命中すると、形を変えて小さくなってしまう。小さくなると狙いにくくなるので速射で一举にやっつけるに限る。

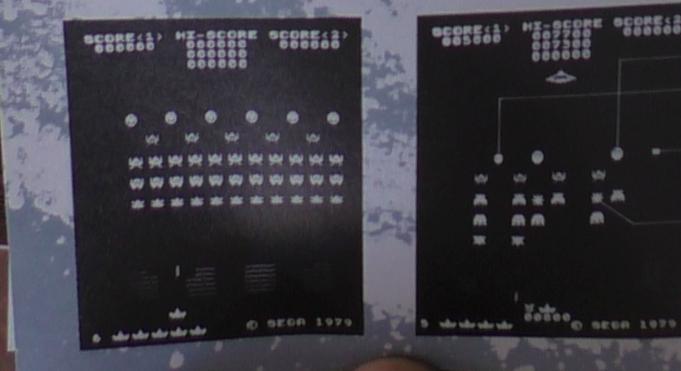
●リバース移動する回のパターンは

両端から消せ！
3, 4 および 6, 8 パターン（さらに 10, 12 ……）は、エーリヤンがランダムに移動する。この場合は、両端から消すこと。そうしないと、エーリヤンが早く下に降りてくるからだ。

●インビンコだけを残す！

最上段にインビンコだけ残すと、動きが早くなると危険だ。こんな時は、エーリヤンを1個どこかに残しておくこと。そうするとゆっくり動くので楽に狙える。

	スタート位置	侵略者の動き	インビンコの数
1	0	レギュラー	6個（1段）
2	1段下がる	"	"
3	2段 "	リバース（逆方向）	"
4	3段 "	"	"
5	4段 "	レギュラー	17個（2段）
6	5段 "	リバース	"
7	6段 "	レギュラー	"
8	7段 "	リバース	"
9 -	5, 6, 7, 8 パターンの繰り返し		



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Astro Blaster™

The logo features the words "ASTRO" and "BLASTER" in a bold, white, outlined font. The "A" in "ASTRO" and the "B" in "BLASTER" are slightly taller than the other letters. A blue beam of light originates from the letter "A" and points towards the letter "B". The background is a dark, star-filled space with a gradient from black at the top to dark blue at the bottom.

BATTLE • PLAN